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(54) **REMOTE AUDIO**

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H04L 12/2803

USPC 715/740

See application file for complete search history.

(57)

ABSTRACT

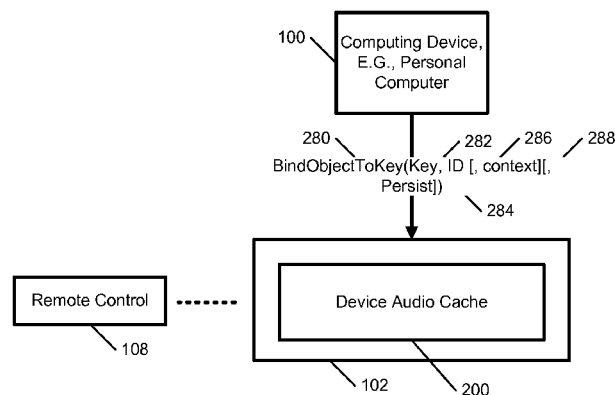
Various embodiments for remote presentation of an interface
of a computing device, such as a PC, are described herein. In
particular, in various illustrated embodiments, a local device
such as a Digital Media Adapter (DMA), mobile device,
cellular telephone, etc. may be used to receive input from a
remote control, where the local device provides human per-
ceptible feedback, such as a sound, visual response, etc.,
responsive to use of the remote control. In some embodi-
ments, the local device may contain a memory or cache for
locally storing particular feedback data for human perceptible
feedback. In various embodiments, a communication proto-
col is provided for storing, triggering, deleting, etc. feedback
data in the memory or cache. Other embodiments may be
disclosed or claimed.

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18 Claims, 5 Drawing Sheets



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FIG. 1

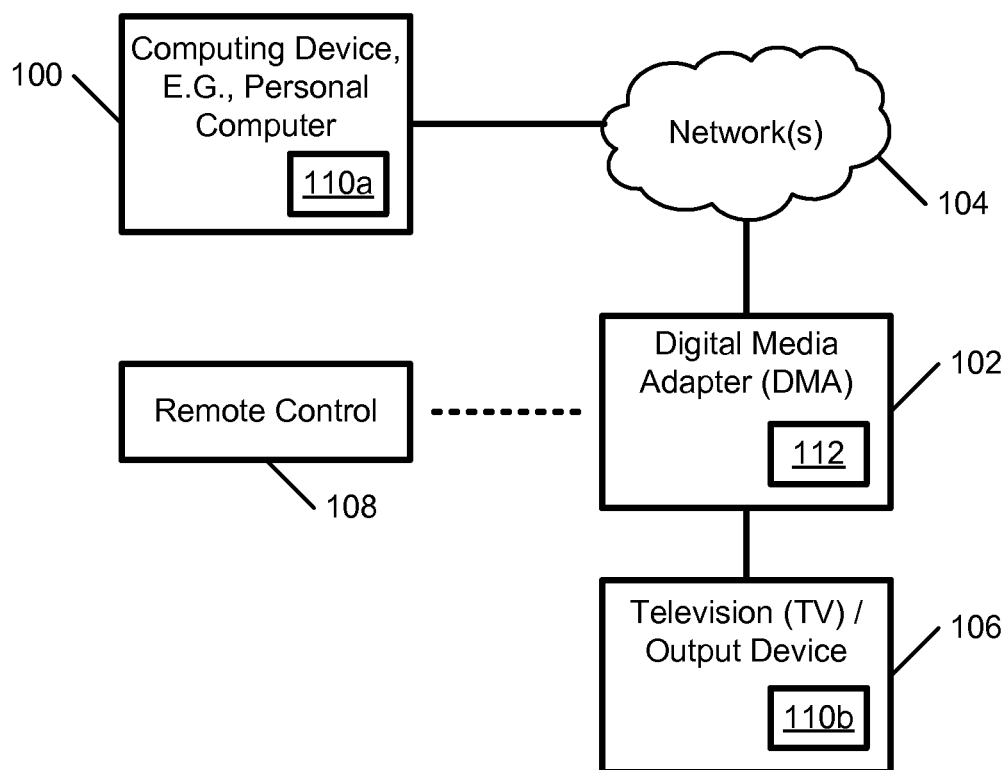


FIG. 2

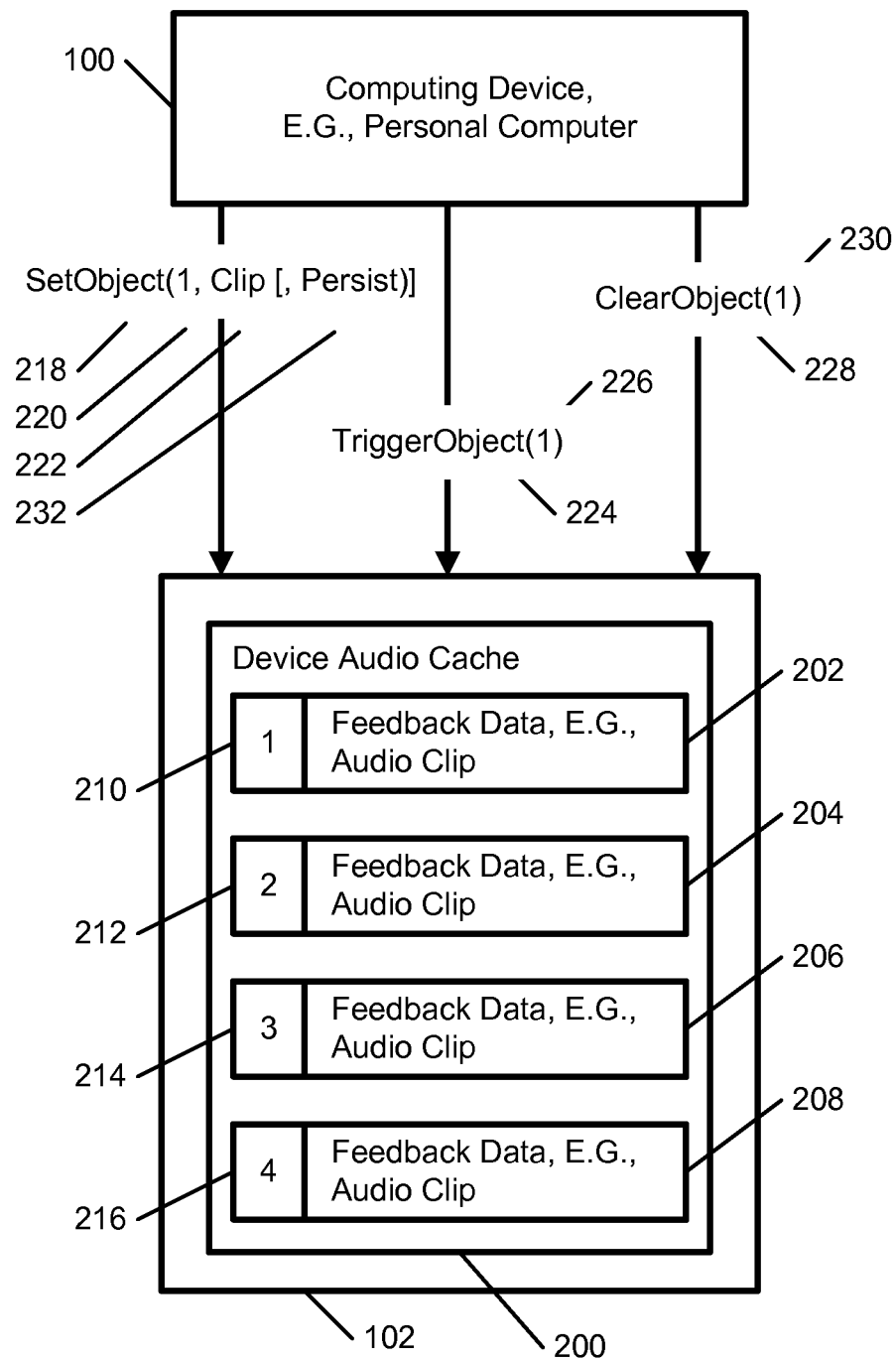


FIG. 3

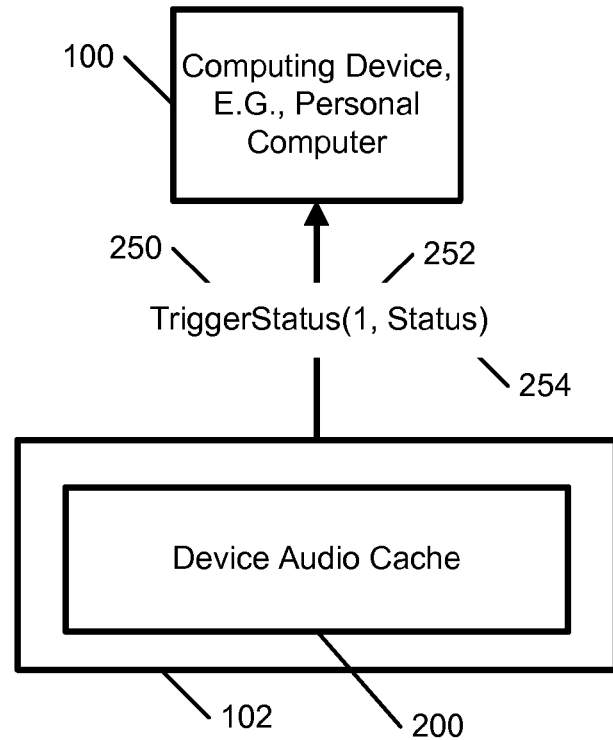


FIG. 4

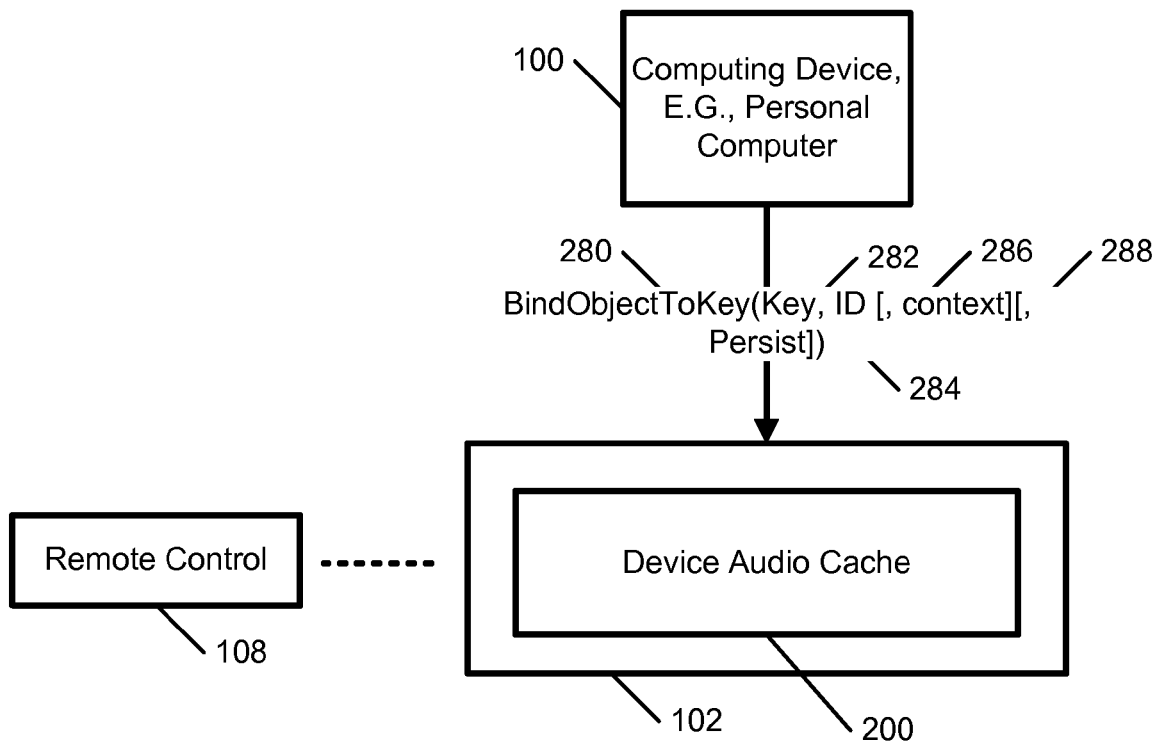


FIG. 5

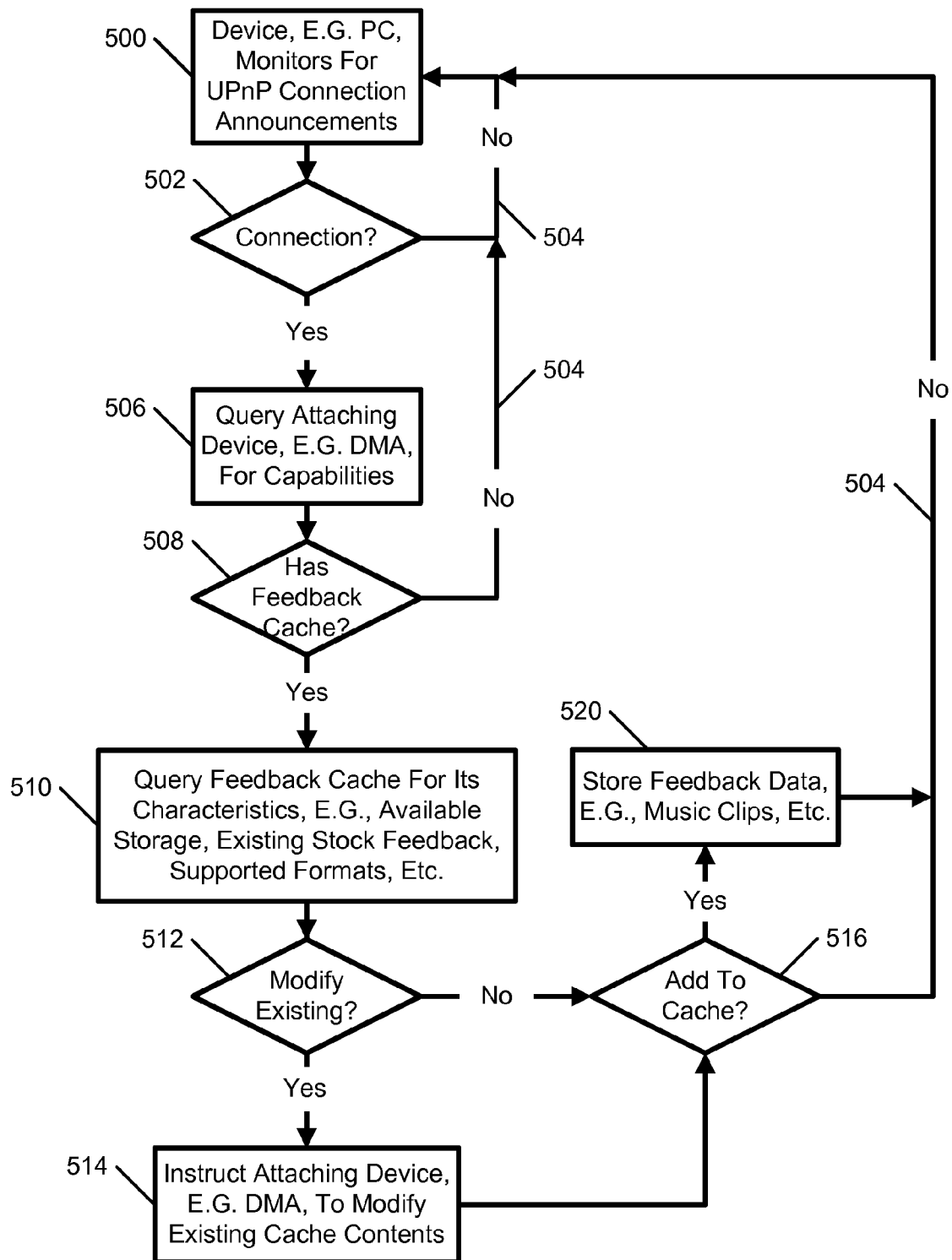
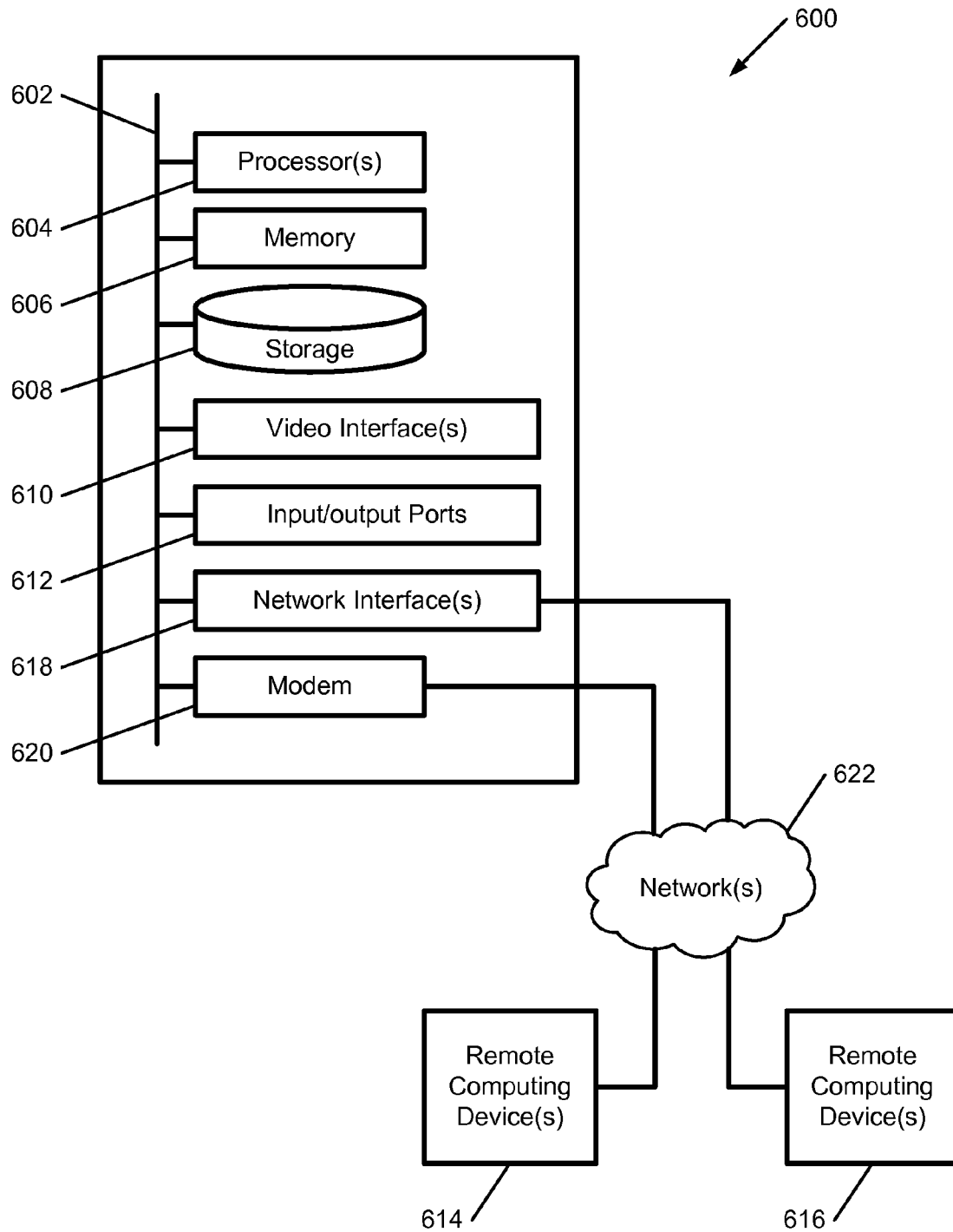


FIG. 6



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REMOTE AUDIO**RELATED APPLICATION**

This application is a division application of U.S. patent application Ser. No. 10/874,764, entitled Remote Audio, filed on 22 Jun. 2004, and claims priority to said application.

FIELD OF THE INVENTION

The invention generally relates to remotely controlling delivery of human perceptible feedback, and more particularly to a local network device hosting a user interface for a remote network device, where the local device provides user interface feedback under direction of the remote device in response to interaction with the hosted user interface.

BACKGROUND

With the recent availability of ubiquitous network connections, and easily accessible digital devices, such as digital cameras, personal video recorders, MP3 audio players, HDTV displays, telephones and other communication devices, digital set-top boxes, new generations of mobile devices and media center PCs, and the like, it was realized a framework was required for manipulating and sharing the growing variety of digital media content consumers are acquiring for these devices. For example, if one has a home network including a stereo, computer display, and a networked camera or memory containing image data from the camera, one should be able to share easily music, photos, video, etc. on a variety of connected devices on a network.

But, to do so, a standard way of integrating these devices is required. Towards this end, in June 2003 Intel, Sony, and Microsoft founded the "Digital Home Working Group" (DHWG) to promote development of a common interoperability framework for digital devices. See, for example, Uniform Resource Locator (URL) <http://developer.intel.com/technology/digitalhome> and related linked documents. (Note, to prevent inadvertent hyperlinks herein, periods in the preceding URL were replaced with hyphens.) To further DHWG efforts, Intel Corporation has also put forth the Intel Networked Media Product Requirements (NMPR), a comprehensive set of requirements for network media interoperability at the protocol level.

The Intel NMPR describes a "capability stack" defining how network devices and/or consumer entertainment devices may be combined to deliver an end-user experience. NMPR provides a framework for managing issues such as user control, media formats, media transports, media distribution and control, device discovery and control, network data transfer, and the physical network. For more information regarding NMPR. One component of the NMPR is a "Digital Media Adapter" (DMA), also sometimes referred to as a "Digital Media Receiver" (DMR) or "digital home adapter." A DMA is a device that renders content sourced from another device. For example, a DMA may enable a personal computer (PC) on a network to distribute digital content such as photos, music, etc., or a user interface, to another networked device, such as a television, stereo, etc. The DMA is typically an inexpensive device proximate to a device to receive content.

With NMPR (or an equivalent) the DMA may be configured to allow a remote-capable application with a Universal Plug and Play (UPnP) Remote User Interface (also known as Remote I/O) client control point to setup and control a remote interface using (extended PC Remoting Technology) (XRT), a command encapsulation protocol for passing messages

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back and forth between two network devices (nodes). The commands encoded in the messages may include, for example, display drawing commands and user input commands. Hence, the commands in the messages may be used to locally present a user interface of a remote device, such as a graphical user interface of a remote PC on a television or other output device associated with the DMA. For more information about UPnP Remote User Interface, see URL http://www.intel.com/technology/itj/2002/volume06issue04/art03_remote_io/p02_intro-hm, or see URL www.upnp-com. (Note, to prevent inadvertent hyperlinks, periods in the preceding URLs were replaced with hyphens.) Note also marks referenced herein are the property of their respective owners; in particular, the term UPnP is a trademark of The UPnP Implementers Corporation (UIC).

Unfortunately, while the XRT protocol (and related remoting techniques) allows a remote PC user interface to be displayed on a local output device such as a television, the XRT protocol does not provide for immediate real-time user feedback to let a user know a particular user action has been recognized by the remote PC. That is, while the XRT protocol does support the PC sending messages containing audio or other feedback to be presented on the television responsive to a user action, significant delays inherent to transferring the response data from the PC over the network, e.g., delays due to network congestion, poor wireless links, etc., may make the remote user interface appear sluggish or non-responsive.

BRIEF DESCRIPTION OF THE DRAWINGS

The features and advantages of the present invention will become apparent from the following detailed description of the present invention in which:

FIG. 1 illustrates a system of devices according to one embodiment.

FIG. 2 illustrates a dataflow diagram according to one embodiment illustrative of communication between a FIG. 1 PC, DMA, and remote control.

FIG. 3 illustrates a variation of FIG. 2 according to one embodiment.

FIG. 4 illustrates another variation of FIG. 2 according to one embodiment.

FIG. 5 illustrates a flowchart according to one embodiment for operating the FIG. 1 PC, DMA, and remote control in a UPnP environment.

FIG. 6 illustrates a suitable computing environment in which certain aspects of the invention may be implemented.

It should be appreciated by one skilled in the art that the drawings and accompanying description refer to exemplary embodiments.

DETAILED DESCRIPTION

In this detailed description and claims that follow, references to the "Digital Home Working Group" (DHWG), Intel Networked Media Product Requirements (NMPR), and "digital media adapter" (DMA) are intended to generally reference such technology possibilities, and are not intended to represent limitations to these or another particular technical environment. For example, while the DHWG contemplates a home network environment, it will be appreciated that the principles of the DHWG may be applied in other networking contexts. Similarly, references to a DMA are intended to refer to any machine that may assist with conveying or remotely presenting functionality of one device at a remote device. It is assumed herein the DMA utilizes the extended PC Remoting Technology (XRT) command encapsulation

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sulation protocol, however, it will be appreciated any equivalent protocol may be used. It should further be appreciated that the DMA may be a stand alone device, or it may be integrated within some other audio and/or visual device, such as a set-top box for a television, a monitor, a high-definition TV (HDTV) (with or without tuner), etc.

FIG. 1 illustrates a system of devices according to one embodiment for utilizing a digital media adapter (DMA) to remotely present a user interface of a computing device **100** on a display. While the computing device may be any kind of computing device, such as a conventional personal computer (PC), to special purpose hardware, or even some combination of cooperatively operating machines, for simplicity the computing device will be referred to herein as a PC with the understanding that these and other device embodiments are contemplated.

The following discussion provides a general overview according to some embodiment possibilities; further detailed embodiments follow. The illustrated DMA **102**, which in this embodiment is shown as a separate device, is communicatively coupled by way of some combination of wired and/or wireless communication pathways with the PC **100** by way of a network **104**. For convenience, it is assumed the network **104** is a local area network (LAN), such as one found within a home environment. As will be discussed in further detail with respect to FIG. 6, the network may be an arbitrarily complex combination of various wired and/or wireless technology.

As illustrated, communicatively coupled with the DMA **102** is a display **106**. The display may be any type of output technology with which one may access PC resources, including traditional devices such as monitors, projectors, and televisions, etc., as well as displays integrated into other devices, such as a portable or handheld device, including a notebook computer, personal digital assistant (PDA), cellular telephone, or the like. Hence, a PDA may “loan” out its display to a nearby DMA.

Also illustrated is a remote control **108** for interacting with the PC **100**.

Although commands from the remote control may be sent directly to the PC, it is assumed the remote control is in communication with the DMA or other device in its immediate locale. Assuming the PC has a user interface **110a** to be shown to a user, then display **106** shows a corresponding user interface **110b**. For clarity, even though the DMA **102** and display **106** are depicted as separate devices, the corresponding user interface **110b** will be referenced hereafter as the “DMA user interface” **110b** to distinguish over the PC user interface **110a**. The remote control may be used to apparently interact with the DMA and user interface **110b**. However, transparently, commands performed on the remote control are in fact relayed to the PC **100** so that it may evaluate and respond to the commands as needed, where these responses are relayed back to the DMA user interface.

Responsive to receiving a command, the PC may indicate, for example, that a human perceptible response be performed to signify a command has been recognized. For example, in one embodiment, when a button is pushed on the remote control, some feedback is given immediately, such as an audible noise, tactile movement, or visual feedback, e.g., a beep, click, glow, etc., so that the remote control user is aware that use of the remote control was recognized.

In the illustrated embodiment, the remote control **108** utilizes a packet-based short range wireless communication technology, such one in accord with one of the Institute of Electrical and Electronics Engineers (IEEE) 802.11 family of networking protocols. Unfortunately, wireless technology is

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not very robust, as it is at the mercy of environmental influences and interferences, which may result in frequent packet drops (“lost packets”). In harsh environments, many transmission attempts may have to be made before usage data from the remote control reaches the PC. Multiple transmission attempts unfortunately result in communication delays above and beyond delays already inherent to routing data to and from the PC **100** over the network **104**. In a society accustomed to interacting with devices that immediately respond to actions, such delays would make the PC and/or DMA seem sluggish and/or unresponsive, a condition unacceptable to most consumers.

In one embodiment, to facilitate fast interactive audio feedback responsive to use of the remote control **108**, while also minimizing communication and interference latencies, in various embodiments the DMA **102** is configured with a remotely configurable memory **114**, or “feedback cache.” This memory is used to store data used to generate feedback responsive to an action. For example, the feedback may be playing an audio clip, and hence the data is the audio data to be played. In order for use of the remote control use to appear to be working correctly, the DMA must respond very quickly, e.g., play the audio data very quickly, e.g., within a few milliseconds, after using the remote control.

FIG. 2 illustrates a dataflow diagram according to one embodiment illustrative of communication between PC **100**, DMA **102**, and remote control **108** of the FIG. 1. Assume we want to provide a click sound responsive to using the remote control. Current DMA devices require the PC to provide a constant stream of audio data to the DMA using a real time audio protocol, such as RTP (Real Time Protocol), e.g., when a remote control button is pressed, the PC sends an audio file recording of a “click” sound for playback by the DMA. Unfortunately, as noted above, delays inherent to networking communication, and/or delays inherent to using wireless technology to communicatively couple network devices may result in unacceptable response times from the PC. That is, network congestion may result in the click being played late or out of sync with the button presses.

To minimize response delays, in the illustrated embodiment, the DMA contains at least one audio cache **200** for storing files for audio feedback. For illustrative purposes, four audio clips **202-208** are shown, however it will be appreciated data for other types of feedback may be stored. In one embodiment, the DMA audio cache **200** is stored within the FIG. 1 DMA memory **112**. In another embodiment, the cache is maintained as a separate memory. In the illustrated embodiment, associated with each feedback clip is a clip identifier **210-216**. The identifiers may be used by the PC, or presuming sufficient privileges, by another device, to refer to the stored audio clips **202-208**.

The device audio cache **200** may contain pre-configured “stock” or “standard” sounds that are intended to be generally available. (It will be appreciated that globally unique identifiers (GUIDs) may be associated with stock sounds to allow cross-device recognition.) Or, the device may contain transitory sounds provided by another device. For example, as illustrated, the PC may provide the DMA with certain sound clips and instruct the DMA to store **218** them in the memory **112**. In the illustrated embodiment, it is assumed the XRT protocol is used to communicate with the DMA and this protocol includes a SetObject command **218**, having as parameters a clip identifier **220** and a clip **222**, where the identifier parameter may be used to later refer to the clip **222**. These parameter values correspond to the identifiers **210-216** and associated audio clips **202-208** illustrated in the Device

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Audio Cache **200** which would result from calling the SetObject command four times for each clip **202-208**.

In one embodiment, to ensure the fastest possible response times, the clips **202-208** are stored as uncompressed sound clips, typically of a short duration, to avoid decompression delays. Once an audio clip (or other feedback) has been stored, the PC (or other controlling device) may issue a “remoting” command to the DMA to activate stored feedback data. In the illustrated embodiment, it is assumed the XRT protocol includes a TriggerObject command **224** taking as one or more parameters an identifier **226** or identifiers corresponding to identifiers **210-216** for clips **202-208** previously set by a SetObject command **218** or otherwise made available, e.g., such as identifiers for stock pre-loaded sounds. While the illustrated embodiment only shows one clip identifier **226** being triggered **224**, it is contemplated that multiple clip identifiers may be provided to request multiple feedback data be activated simultaneously. Also, it will be appreciated the TriggerObject command may take additional parameters (not illustrated) to control how the feedback data is to be handled, e.g., for an audio clip, the TriggerObject command may identify a speed, quality, duration, etc. for the feedback.

In the illustrated embodiment, in accord with the SetObject command **218**, there may also be a ClearObject command **228**, having at least as a parameter a clip identifier **230** referring to a clip identifier **220** previously set with a SetObject command **218**. This command may be used by a computing device, such as a PC, to manually remove feedback data from a device audio cache.

In one embodiment, the communication protocol between the PC **100** and DMA **102**, e.g., the XRT protocol, requires the PC to register its use of the DMA, and to notify the DMA when such use is complete, e.g., when the PC logically disconnects from the DMA. In this embodiment, the DMA may be configured to clear its cache of stored feedback data, e.g., audio clips **202-208** stored in the Device Audio Cache **200**, when it is notified the PC disconnects. It will be appreciated that other techniques may be utilized to notify the DMA when use is complete. For example, in an alternate embodiment, termination of an underlying TCP (Transmission Control Protocol) by either endpoint may signify end of use. In one embodiment, the SetObject command has an optional Persist **232** parameter to signify a set object is to remain cached even on disconnection of the device **100**. It will be appreciated that various techniques (not illustrated) may be used to control clearing the cache, such as a usage counter tracking devices remaining connected to the DMA that have registered intent to use the cached data, a non-use timeout to track the last time a cached feedback was used, etc.

In a further embodiment (not illustrated), the DMA may announce to a computing device **100** its current stored feedback data, available cache storage space, etc. The announcement may be performed automatically on connection by the computing device, or responsive to a query command. The computing device, such as a PC, may then elect to connect to the DMA with instructions to the DMA regarding what cache entries, if any, the DMA should clear so that the computing device may utilize the cached data effectively, e.g., it may avoid caching data already present.

FIG. 3 illustrates an embodiment in accord with the FIG. 2 embodiment, in which the DMA **102** may issue a “Trigger-Status” command **250** to a computing device **100**, such as a PC, to indicate the status of a previous TriggerObject command **224**.

This command may take several parameters, and as illustrated, the parameters at least include an identifier **252** to identify a previously triggered clip identifier, e.g., identifiers

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210-216, and a status field **254** to convey a status back to the triggering machine, e.g., PC **100**. While previously discussed embodiments may presume the feedback was a short audible clip such as a click noise to be played incident to pressing a remote control **108** button, it is not necessarily so. In this embodiment, a long clip may be played where the PC may wait (synchronously or asynchronously) for a certain status **254** to be received, such as a play-completion status indicator to indicate the DMA has completed playing triggered **224** feedback data.

FIG. 4 illustrates an embodiment in accord with the FIG. 2 embodiment, in which the PC **100** may issue a “BindObject-ToKey” command **280** to associate, for example, a specific key or keys of a remote control **108** with a particular audio clip (or other feedback data) **202-208** stored in the Device Audio Cache **200**.

This command may take several parameters, and as illustrated, the parameters at least include a key (or keys) identifier **282** to identify remote control key(s) to be bound, and a clip identifier **284** identifying a stored clip or other feedback data to be bound with the identified key(s). It will be appreciated multiple clips may be associated with multiple remote control keys, and it is simply for convenience that the illustrations only present a single key/clip association. In one embodiment, the command **280** may optionally include a context reference **286** identifying context(s) in which the key binding is active. That is, context may be provided to allow different feedback to be associated with different activities being performed by the DMA.

Use of the BindObjectToKey command **280** allows removing need for communication between the DMA **102** and a computing device **100** for each key press on the remote control **108**. That is, in the illustrated embodiment, rather than a conventional round-trip operation in which one monitors for a key press, the computing device, for example a PC, is notified of the key press, and the computing device then triggers appropriate feedback, in the FIG. 4 embodiment, the computing device may simply bind desired feedback to a remote control **108** key(s). Hence, a key press results in the DMA immediately providing the desired appropriate feedback, such as playing an audio clip, as indicated in the binding **280**.

It will be appreciated that while pre-configured “stock” or “standard” sounds are intended to remain available in the DMA **102** device audio cache **200**, on disconnection of the device **100** from the DMA **100**, the DMA is expected to clear its device audio cache **200** of sounds associated with the now disconnecting device **100**, and to also remove any key **282** bindings performed by the device **100**. However, this default action may not be desirable in all circumstances, for example, when the device **100** knows it will be reconnecting to the DMA **102**, if there is a collection of devices sharing the same cached feedback data, etc. In such circumstances, similar to the Persist **224** optional parameter of FIG. 2, it may be desirable to include an optional Persist **288** parameter to the BindObjectToKey **280** command to signify the bound feedback key(s) **282** persist even on disconnection of the device **100**. As discussed above, various techniques may be used to determine when to remove persistence.

FIG. 5 illustrates a flowchart according to one embodiment for operating the FIGS. 2-4 embodiments in a Universal Plug and Play (UPnP) environment.

It is assumed the reader appreciates that UPnP facilitates devices in a network environment to discover each other, and to control one another. UPnP is a product developed companies participating in the industry UPnP Forum, and generally comprises a set of protocols that allow devices on a network

to automatically discover, control, and receive events from each other. The UPnP architecture offers pervasive peer-to-peer network connectivity of devices, such as PCs, of all form factors, as well as intelligent appliances, wireless devices, etc. It should also be appreciated, however, that UPnP is presented for expository convenience, and that other control and discovery efforts, such as “Jini” technology developed by Sun Microsystems, Inc., may also be used in the illustrated embodiments.

Assume the FIG. 1 computing device 100, e.g., a PC., and DMA 102 are UPnP aware devices, and that the PC is already attached to a network and monitoring 500 for connection announcements from other devices, such as the DMA, connecting to the network. It should be appreciated, however, the PC need not be required to pre-exist other devices, as the PC may later connect and then request all other UPnP devices to announce their presence and thus allow for the illustrated embodiment to take place. For example, in one embodiment, a UPnP multicast M-SEARCH command may be used. If 502 a connection is not seen, then processing loops 504. It will be appreciated that many operations, not illustrated, may occur in the looping back, such as responding to operations performed by a user interacting with a remote control for an already known UPnP device.

If 502 a connection is recognized, the monitoring 500 device, e.g., the PC 100, queries 506 the attaching device, e.g., the DMA 102, for its capabilities. If 508 the monitored device indicates it does not provide a feedback cache, then processing loops 504. However, if 508 the monitored device indicates it provides a feedback cache, then the monitoring device queries 510 the attaching device for its cache characteristics. It will be appreciated that requested characteristics are arbitrary, and may include by way of example only, a request for the attaching device’s available cache storage, a listing of existing stock or “standard” feedback present in the device, supported data formats the attaching device is configured to, for example, play back, etc.

The monitoring device then determines if 512 it wants or needs to modify the existing cache contents. For example, the cache may already contain pre-cached content, such as data loaded by another network device, and available cache memory indicates the attaching device must clear some or all of its cache to handle the data the monitoring device wishes to store in the cache. In such a circumstance, the monitoring device may instruct 514 the DMA to modify its cache accordingly, such as by way of the FIG. 2 ClearObject command 228 to remove items from the cache. It will be appreciated that this is a simplified view on cache management, and the communication protocol with the DMA (or other device) may provide for complex cache operations, such as prioritizing cache deletion.

If 512 the monitoring device does not need to modify the existing cache contents, in the illustrated embodiment, the monitoring device then determines if 516 it wants or needs to add to the existing cache contents. If not, then processing loops back 504. If 512 the monitoring device does need to modify the existing cache contents, then the monitoring device instructs 520 the attaching device to store desired feedback data, such as music clips, etc., into the cache. Processing may then loop 504.

FIG. 6 and the following discussion are intended to provide a brief, general description of a suitable environment in which certain aspects of the illustrated invention may be implemented. As used herein below, the term “machine” is intended to broadly encompass a single machine, or a system of communicatively coupled machines or devices operating together. Exemplary machines include computing devices

such as personal computers, workstations, servers, portable computers, handheld devices, e.g., Personal Digital Assistant (PDA), telephone, tablets, etc., as well as transportation devices, such as private or public transportation, e.g., automobiles, trains, cabs, etc. Typically, the environment includes a machine 600 that includes a system bus 602 to which is attached processors 604, a memory 606, e.g., random access memory (RAM), read-only memory (ROM), or other state preserving medium, storage devices 608, a video interface 610, and input/output interface ports 612. The machine may be controlled, at least in part, by input from conventional input devices, such as keyboards, mice, etc., as well as by directives received from another machine, interaction with a virtual reality (VR) environment, biometric feedback, or other input source or signal.

The machine may include embedded controllers, such as programmable or non-programmable logic devices or arrays, Application Specific Integrated Circuits, embedded computers, smart cards, and the like. The machine may utilize one or more connections to one or more remote machines 614, 616, such as through a network interface 618, modem 620, or other communicative coupling. Machines may be interconnected by way of a physical and/or logical network 622, such as the network 104 discussed for FIG. 1, an intranet, the Internet, local area networks, and wide area networks. One skilled in the art will appreciate that communication with network 622 may utilize various wired and/or wireless short range or long range carriers and protocols, including radio frequency (RF), satellite, microwave, Institute of Electrical and Electronics Engineers (IEEE) 802.11, Bluetooth, optical, infrared, cable, laser, etc.

The invention may be described by reference to or in conjunction with associated data including functions, procedures, data structures, application programs, etc. which when accessed by a machine results in the machine performing tasks or defining abstract data types or low-level hardware contexts. Associated data may be stored in, for example, volatile and/or non-volatile memory 606, or in storage devices 608 and their associated storage media, including hard-drives, floppy-disks, optical storage, tapes, flash memory, memory sticks, digital video disks, biological storage, etc. Associated data may be delivered over transmission environments, including network 622, in the form of packets, serial data, parallel data, propagated signals, etc., and may be used in a compressed or encrypted format. Associated data may be used in a distributed environment, and stored locally and/or remotely for access by single or multi-processor machines.

Thus, for example, with respect to the illustrated embodiments, assuming machine 600 embodies the computing device 100 of FIG. 1, then remote machines 614, 616 may respectively be the DMA 100 for FIG. 1 and another DMA, for example, present in another location. Thus, for example, it should be appreciated that one or more computing devices, such as machine 600, may operate in conjunction with one or more remote machines. It should be further appreciated that remote machines 614, 616 may be configured like machine 600, and therefore include many or all of the elements discussed for machine.

Having described and illustrated the principles of the invention with reference to illustrated embodiments, it will be recognized that the illustrated embodiments can be modified in arrangement and detail without departing from such principles. And, though the foregoing discussion has focused on particular embodiments, other configurations are contemplated. In particular, even though expressions such as “in one embodiment,” “in another embodiment,” or the like are used

herein, these phrases are meant to generally reference embodiment possibilities, and are not intended to limit the invention to particular embodiment configurations. As used herein, these terms may reference the same or different embodiments that are combinable into other embodiments.

Consequently, in view of the wide variety of permutations to the embodiments described herein, this detailed description is intended to be illustrative only, and should not be taken as limiting the scope of the invention. What is claimed as the invention, therefore, is all such modifications as may come within the scope and spirit of the following claims and equivalents thereto.

What is claimed is:

1. A system for communicatively coupling with a computing device having an interface and custom feedback data that is different from the interface and corresponds to human perceptible feedback presentable to a remote user, the system comprising:

a remote control operable by the remote user, wherein the custom feedback data is mapped by the computing device to a user-selectable operation of the remote control to replace a mapping of a default feedback data to the user-selected feature of the remote control;

a digital media adapter communicatively coupled to the remote control and an output device, the digital media adapter including a memory to store the feedback data, wherein the digital media adapter is to:

present the interface to the remote user;

present the human perceptible feedback to the remote user on the output device in response to a selection of the user-selectable operation of the remote control by the remote user; and

clear the mapping of the custom feedback data to the user-selectable feature of the remote control without deleting the custom feedback data from the memory.

2. The system of claim 1, wherein the memory is configured to store a data structure comprising:

a first portion for storing an identifier for the custom feedback data; and

a second portion for storing the custom feedback data.

3. The system of claim 1, wherein the memory is further configured to store another feedback data associated with another computing device having another interface, and the another feedback data corresponds to another human perceptible feedback presentable to the remote user in response to the remote user's selection of the user-selectable operation of the remote control.

4. The system of claim 1, wherein the memory is further configured to persistently store another feedback data corresponding to another human perceptible feedback; and

wherein the digital media adapter is to clear the custom feedback from the memory in response to determining that the remote computing device has logically disconnected from the digital media adapter without clearing the another feedback data from the memory.

5. The system of claim 1, wherein activation of the custom feedback data stored in the memory is bound to a user selection of a key of the remote control.

6. A method for presenting an interface of a remote computing device to a user, the method comprising:

receiving, by a computing device, data from a remote control identifying at least a user-selected feature of the remote control;

determining, by the computing device, whether a memory of the computing device contains custom feedback data associated with the user-selected feature of the remote control, wherein the custom feedback data is different

from the interface, corresponds to human perceptible feedback for presentation to the user, and has been mapped to the user-selected feature of the remote control by the remote computing device to replace a mapping of a default feedback data to the user-selected feature of the remote control;

presenting, by the computing device, the custom feedback data on an output device, different from the remote control, in response to determining the memory contains the custom feedback data associated with the user-selected feature; and

clearing, by the computing device, the mapping of the custom feedback data to the user-selected feature of the remote control without deleting the custom feedback data from the memory.

7. The method of claim 6, further comprising:

determining, by the computing device, the memory does not contain feedback data associated with user-selected feature of the remote control;

providing, by the computing device and to the remote computing device, an identification of the user-selected feature; and

receiving, by the computing device and from the remote computing device, a request to present a particular feedback data that was stored in the memory prior to providing the identification of the user-selected feature to the remote computing device.

8. The method of claim 6, wherein the method is performed within a Digital Media Adapter.

9. The method of claim 6, further comprising receiving a request from the remote computing device to modify the memory storing the feedback data by deleting particular feedback data from the memory.

10. A non-transitory machine accessible storage medium having machine executable instructions stored thereon, the instructions associated with presenting an interface of a remote computing device to a user, said instructions, upon access by an apparatus, results in the apparatus:

receiving data from a remote control identifying at least a user-selected feature of the remote control;

determining whether a memory of the apparatus contains custom feedback data associated with the user-selected feature of the remote control, wherein the custom feedback data is different from the interface, corresponds to human perceptible feedback for presentation to the user, and has been mapped to the user-selected feature of the remote control by the remote computing device to replace a mapping of a default feedback data to the user-selected feature of the remote control;

presenting the custom feedback data on an output device, different from the remote control, in response to determining the memory contains the custom feedback data associated with the user-selected feature; and

clearing the mapping of the custom feedback data to the user-selected feature of the remote control without deleting the custom feedback data from the memory.

11. The non-transitory storage medium of claim 10, wherein the associated data further includes instruction, which when accessed by apparatus, results in the apparatus:

determining the memory does not contain feedback data associated with the user-selected feature of the remote control;

providing to the remote computing device an identification of the user-selected feature; and

receiving from the remote computing device a request to present a particular feedback data that was stored in the

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memory prior to providing the identification of the user-selected feature to the remote computing device.

12. The non-transitory storage medium of claim 10, wherein the associated instructions further includes instruction, which when accessed by the apparatus, results in the apparatus clearing the custom feedback data from the memory in response to determining that the remote computing device has logically disconnected from the apparatus.

13. A system for rendering content from a computing device to an output device, comprising:

a digital media adapter including a memory to store custom feedback data corresponding with human perceptible feedback presentable to a user and being communicatively coupled to the computing device and the output device, wherein the digital media adapter is to retrieve content stored in a memory of the computing device, and wherein the content is different from the custom feedback data and to be rendered on the output device;

a remote control, separate from the output device, operable by the user for user selection and control of the content for rendering on the output device, wherein the custom feedback data has been mapped to a user-selectable operation of the remote control by the computing device to replace a mapping of a default feedback data to the user selection on the remote control;

wherein responsive to a user making a selection on the remote control, the digital media adapter is configured to present the human perceptible feedback on the output device to be perceived by the user as an indication that the selection has been recognized; and

wherein the digital media adapter is configured to clear the mapping of the custom feedback data to the user-select-

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able operation of the remote control without deleting the custom feedback data from the memory.

14. The system as recited in claim 13, wherein the output device comprises an audio/visual device.

15. The system as recited in claim 14, wherein the audio/visual device is one of a television or home theater system.

16. The system as recited in claim 13, wherein the digital media adapter is coupled to the computing device via a home local area network (LAN), where the LAN is one of wired, wireless, or a combination of both wired and wireless.

17. The system of claim 1, wherein the memory comprises a feedback cache that includes a plurality of feedback data associated with corresponding user-selected features;

wherein the plurality of feedback data includes the custom feedback data; and

wherein each feedback data of the plurality of feedback data is stored as uncompressed audio data.

18. The system of claim 1, wherein the custom feedback data is a first custom feedback data;

wherein a second custom feedback data, different from the first custom feedback data, is mapped by the computing device to the user-selected feature of the remote control; and

wherein the digital media adapter is to simultaneously present a human perceptible feedback corresponding with each of the first custom feedback data and the second custom feedback data in response to the selection of the user-selectable operating of the remote control by the remote user.

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